MASAYA GAMES
ショックマン零ゼロ
SHOCKMAN ZERO
INSTRUCTION MANUAL

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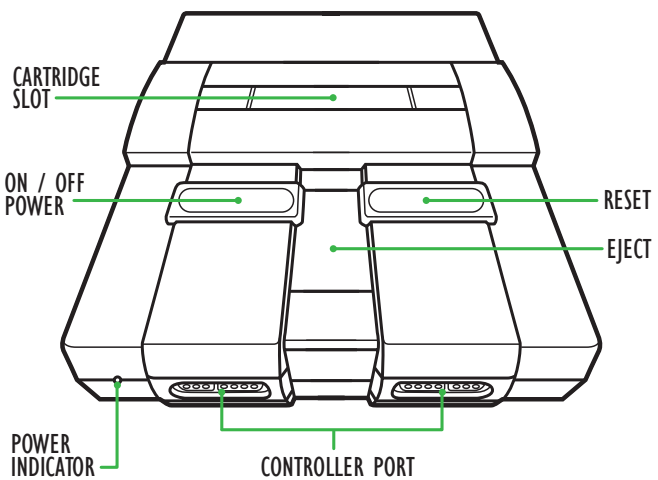
GETTING STARTED

- Refer to the instruction manual of your console if necessary.
- With the power set to OFF, insert the game cartridge into the appropriate slot.
- Be sure the cartridge is slotted in all the way.
- Turn the power ON. If nothing appears, check the cartridge and try again.
- Schbibinman Zero is a two-player game. Plug controllers into the correct ports before powering on.

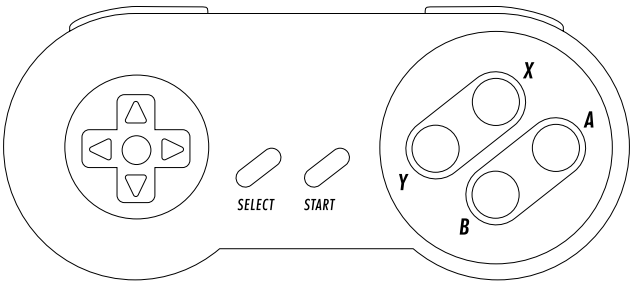
IMPORTANT: Be sure the console is powered OFF before inserting or removing any game cartridge.



STORY

The B.B. Dan terrorist group has attacked the city and made off with Dr. Gotokuji's new engine. What sinister plans does Dr. Jinguji have in store? There's no time to waste! Raita and Azuki must transform into their Schbibinman armors and get ready to take on Kagemaru, Galka, and an army of cyborg henchmen that are invading the city. What dangers await these two heroes?

CONTROLS



DPad	Select	Start
Left/Right: Move Down: Crouch	Skip cutscene	Pause / Unpause

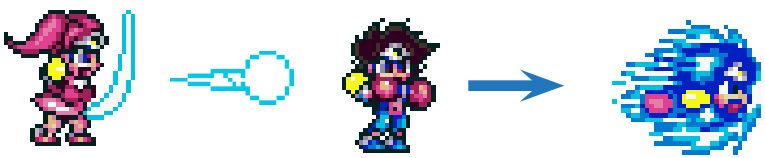
B Button	A Button
Jump	Confirm selection

Y Button				
Attack	Charge Attack	While Jumping	Jump, →, & press Y x 2	Hold ↓, → then press Y
			Energy Slash Azuki only	Uppercut Raita only

TEAM SPECIAL

Raita and Azuki bring out the best in one another. If you're in 2-player mode, if either Raita or Azuki fires a charged shot into the other, the receiver will temporarily blink which they can unleash a devastating attack by pressing Button Y.

RAITA'S ROCKET CHARGE



Raita will fire himself forward dealing damage to anything in his way for a short distance. He will only travel along the ground.

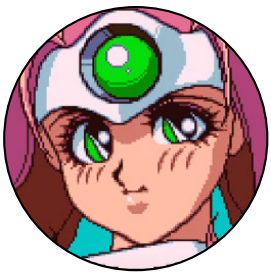
AZUKI'S SHINING STAR

If Azuki is charging an attack, when hit with Raita's attack, her released projectile becomes a powerful wave heavily damaging anything in its path.

The energetic Raita lets his fists do the talking. He is willing to put himself in danger in order to help others - whether he is in his power suit or not.

SCHBIBINMAN *raita*

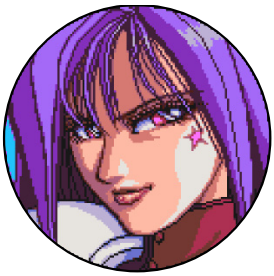
SCHBIBINMAN



SCHBIBINMAN azuki

Known as the rose blade dancer, Azuki uses her quick moves and mastery of her sword to fight for justice. Her bright attitude can obscure her serious nature during combat.

B.B. DAN



B.B. DAN

galko

Don't let Galko's beauty deceive you - she is still a formidable rival. The purple-haired general isn't beyond using machines and vehicles to get the task done.

B.B. DAN

Kagemaru is a fighter and a counter to Raita whom he considers his rival. He lives to bring down the Schbibinman using his powerful techniques and various forms.

B.B. DAN

kagemaru

INTERFACE

1

Health Gauge
It will be just 4 units at first, but as you continue to improve your score, you will gain more units. Each player has their own health display.

2

Player Score
By defeating enemies and collecting items dropped, your score will improve, and your health meter will increase.

3

Credits
Each credit allows you to continue the game. You only get one life per credit. If you allow the timer to expire, it will be game over.

ITEMS

Red Charger
You refill one unit of health.

Black Charger
Your entire health meter is restored.

Score Items
Collect items like gems, gold, and more to add to your score. There are also three unique items in each stage worth more points.

STAGES

1. Construction Site

There are cyborg bots crawling all over these buildings and scaffoldings. You'll find Yunohe - an armored enemy that Raita and Azuki should be able to defeat relatively quickly.

2. Museum

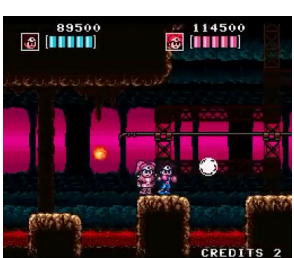
It seems these goons are looking for something within the museum. You need to find out what that is and stop them. Galko will summon Tako, an octopus with dragon arms.

3. Forest Temple

B.B. Dan is up to something in the forest area. You'll find a large temple after some bridges. You'll reach Galko at the top where she summons the twin NINJA bots.

4. Secret Lair

You'll find Galko down beneath the ground and a whole horde of henchmen. This place goes on for a while and even has a train. The weird Master the clown bot awaits you at the end.



STAGES

5. Galko's Base

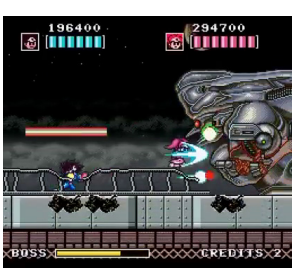
You enter B.B. Dan's base filled with enemies, unique art, and spike filled pits. You'll learn more of their plans but first you need to deal with the robotic trap room known as MEKE.

6. Spaceship

The outer and inner areas are equally filled with traps that you need to navigate to avoid flame rings and spikes. Here you'll face Galko and Kagemaru - defeat them to get to the true boss.

7. The Accelerator

You found Gotokuji's device but now Dr. Jinguji stands in your way. Bring down the protective wall and destroy accelerator...but get ready to abandon ship!



8. Final Battle

Your escape is cut short, it seems Dr. Jinguji wants to end the Shockman team. His final form is a frightening mess of flesh and steel - end him once and for all!

NOTES

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